

In present work we study questions about introduction of castes in evolution of artificial beings. We present the concept that allows defining various castes and its mutual relations and simulating life of members of these castes in virtual environment. We describe features of our concept and illustrate its usability on several typical scenarios using castes. In this environment we study model situations where the beings in virtual world play different roles. We observe the simulations and its results trying to learn what impact the initial conditions, agents parameters (such as Life expectancy) and environment parameters (e.g. mutation probability) have on the outcome of the simulation.